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RAMPAGING URUK-HAI?

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Uglúk™, Captain of the Uruk-hai™

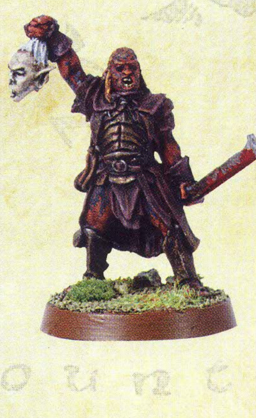
In the deepest pits of Orthanc, tens of thousands of Uruk–hai are being bred by the sorcerer Saruman, creating an army that is truly worthy of Mordor. The largest and most intelligent of these Uruks become the captains of this vicious horde, driving the warriors forward and carrying out Saruman's orders.

Saruman will stop at nothing until he has The One Ring. Compelled by Sauron to build a mighty army, Saruman blends science and magic, creating the Uruk-hai. The strongest and most intelligent of the creatures are loyal to Saruman alone, and become his captains, the leaders of the fighting Uruk-hai.

Lurtz leads Saruman's search for The Ring and tracks it to Amon Hen. With Lurtz's death, Uglúk takes command of the Uruk-hai and, having captured the Hobbits, he heads straight back to his master in Isengard. Driving the Uruk-hai at a relentless pace across the plains of Rohan, there is little that will stop him from completing his mission. Even when his army encounters a band of hungry Mordor Orcs in the night, he would rather slaughter them all than let the Hobbits be taken to Barad-dûr and the Dark Lord Sauron. If not for Éomer and the Riders of Rohan, Uglúk would surely have delivered Merry and Pippin into the hands of Saruman. Who knows what fate the wizard would have conjured up for the Hobbits when he discovered that they did not have The Ring.

In this Pack of *Battle Games in Middle–earth* we look at the opportunities for adventure you can create by writing your own Battle Game scenarios. Our second Battle Report reaches its thrilling conclusion with Frodo trying to escape Saruman's clutches. In Painting Workshop we show you how to paint your new Uglúk model, and in Modelling Workshop we expand your terrain collection by showing you how to create outcrops and ridges.

> *'Looks like meat's back on the menu, boys!'*
>
> UGLÚK™



➤ HARSH TASKMASTER

Uglúk's superior strength and ferocity make him a brutal leader of the Uruk–hai.

The Forces of Isengard™

With the fires of industry burning day and night, the breeding pits of Isengard create thousands of powerful Uruk–hai to serve in the army of Saruman. In this Pack we provide you with a complete reference guide of the profiles for Saruman's forces.

The forces of Isengard comprise a host of deadly Uruk-hai, and the fearsome Warg Riders. Saruman's immense forges produce weapons at a rapid pace, and his entire army is equipped and ready for war. Although his fighting Uruk-hai are the most feared warriors in Middle-earth, they include among their number many powerful Captains, thrust into a position of power due to their extreme savagery and strength.

In this Pack we introduce the full rules and points values for all the forces of Isengard, ready for use in your Battle Games. Don't worry too much about the points values for now – these will be explained in full in Pack 17's Playing the Game.

◄ WARRIORS OF THE WHITE HAND
Lurtz was the first Captain of the Uruk–hai, replaced by Uglúk when he was slain at Amon Hen.

Lurtz (Points Value: 65)

Lurtz was the first natural leader of the Uruk-hai. He was entrusted with the task of finding the Ringbearer and returning him to Isengard. Lurtz fought mercilessly and without fear at Amon Hen, killing the heroic Boromir and almost claiming the life of Aragorn!

F	S	D	A	W	C	Move	M	W	F
5/4+	4	6	2	2	4	14cm/6"	3	1	1

Wargear:
Sword (hand weapon), heavy armour, shield and bow.

Uglúk (Points Value: 55)

After the death of Lurtz, the strongest Uruk-hai used their strength and brutality to take control and ensure that the orders of Saruman were carried out. Of these new Captains, the most powerful and intelligent was Uglúk, who quelled the treachery of the Mordor Orcs.

F	S	D	A	W	C	Move	M	W	F
5/4+	4	5	2	2	4	14cm/6"	3	1	1

Wargear:
Sword (hand weapon) and armour.

Special Rules

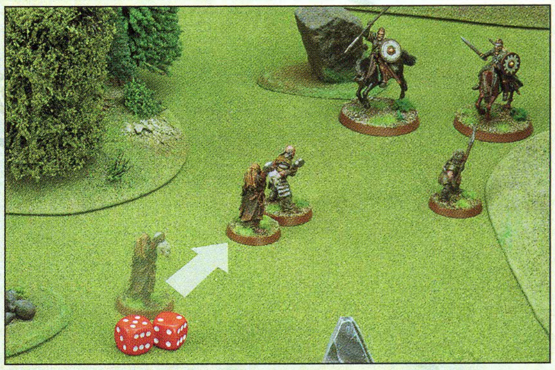
'Get back, Mordor scum!': At the start of each Uruk-hai Move phase, if there are no visible enemies within 14cm/6" of Uglúk, but at least one Mordor Orc, then Uglúk must take a Courage test. If he passes the test, then he may move as normal. However, if he fails the test he must charge the nearest Mordor Orc and fight it in the Fight phase.

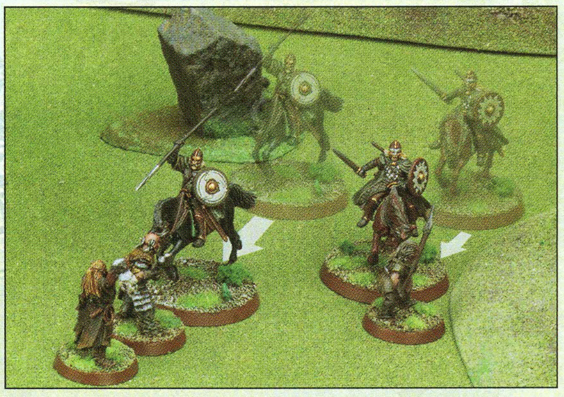
If Uglúk is charged (by a cavalry model, for example) in the same phase, then he instantly reverts to normal and fights the enemy model rather than the Mordor Orc. Likewise, if the Orc is charged, then Uglúk stops fighting and does not count as being part of the combat.

At the end of the Fight phase, regardless of what happens, Uglúk reverts to normal – but, if applicable, will have to test again next turn.

> *'Who now has the power to stand against the armies of Isengard and Mordor?'*
>
> SARUMAN™

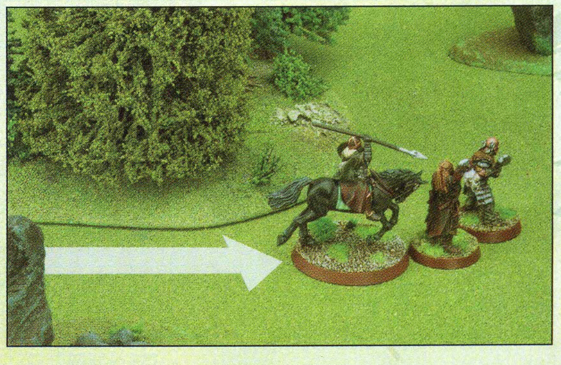
➤ MORDOR SCUM!
With the Riders of Rohan outside his charge range, Uglúk tests to see whether or not he will charge the closest Mordor Orc. Rolling a 7, he mercilessly attacks the Orc!





◄ CAVALRY CHARGE
The Riders of Rohan charge the Orcs. Uglúk immediately stops fighting – his hatred of the Rohirrim outweighs his distaste for the Mordor Orc.

➤ CHARGING UGLÚK
A Rider of Rohan charges Uglúk from 24cm/10" away. Uglúk stops fighting the Orc, and instead must defend himself against the rider.



Uruk-hai Captain (Points Value: 50)

The leaders of the Uruk-hai are particularly aggressive and powerful examples of their race. Commanding their warriors through a combination of fear and respect, they are a formidable presence on the battlefields of Middle-earth.

F	S	D	A	W	C	Move	M	W	F
5/4+	4	5	2	2	4	14cm/6"	2	1	1

Wargear:
Sword (hand weapon) and armour.

Options:

Shield	5 points
Orc bow	5 points
Crossbow	5 points

Uruk-hai Warrior (Points Value: 10)

Saruman's Uruk-hai are Orcs perfected – strong, muscular and fearless. They are equipped with tough armour and brutal weapons from the forges of Saruman.

F	S	D	A	W	C	Move	M	W	F
4/4+	4	5	1	1	3	14cm/6"	-	-	-

Wargear:
Armour. An Uruk-hai with a pike may not choose any extra wargear, as he requires two hands to wield the pike effectively.

Options:

Shield	1 point
Orc bow	1 point
Pike	1 point
Crossbow	2 points

Uruk-hai Berserker (Points Value: 15)

Berserkers are the most dangerous of all Uruk-hai. They feel no pain and fight with a blood-driven frenzy, wielding swords almost as tall as themselves!

F	S	D	A	W	C	Move	M	W	F
4/-	4	6	2	1	8	14cm/6"	-	-	-

Wargear:
The Berserkers carry extraordinarily long swords, and no other weapons or armour. In any turn the Berserker can choose to wield the long, heavy sword either as an ordinary sword (hand weapon), or as a two-handed sword. The Berserker may not change from one mode to the other during the same Fight phase.

Sharku, Warg Rider Captain (Points Value: 55)

Sharku is the chief among the Warg Riders, and the boldest by far of that murderous horde. Dispatched by Saruman to attack the Rohirrim, he clashed with Aragorn and sent the Ranger tumbling over a cliff, where he was presumed dead!

	F	S	D	A	W	C	Move	M	W	F
Sharku	4/-	4	4	2	2	3	14cm/6"	3	1	1
Warg	3/-	4	4	0	1	3	24cm/10"	-	-	-

Wargear:
Orcish armour and a sword (hand weapon). He rides a Warg.

Warg Rider (Points Value: 10)

Wargs are huge, wolf-like creatures, so large that Orcs can ride on their backs as if they were horses! Warg Riders scout ahead of Orc forces, picking off stragglers and spying out the land.

	F	S	D	A	W	C	Move	M	W	F
Warg Rider	3/5+	3	4	1	1	2	14cm/6"	-	-	-
Warg	3/-	4	4	0	1	3	24cm/10"	-	-	-

Wargear:
Orcish armour and a hand weapon.

Options:

Throwing spear	free
Orc bow	1 point
Shield	1 point

Optional Shields

If you choose a shield as an option for any model, remember to add +1 to its Defence value, unless it also carries a bow. If a model's shield is included under Wargear and not Options, then its Defence bonus will already be included in the profile.

A model with a shield may use the Shielding special rule in combat, unless it is mounted on a Warg. A model may not take a shield if it also has a double-handed weapon, pike or crossbow.

The Gap of Rohan™

Turn 6

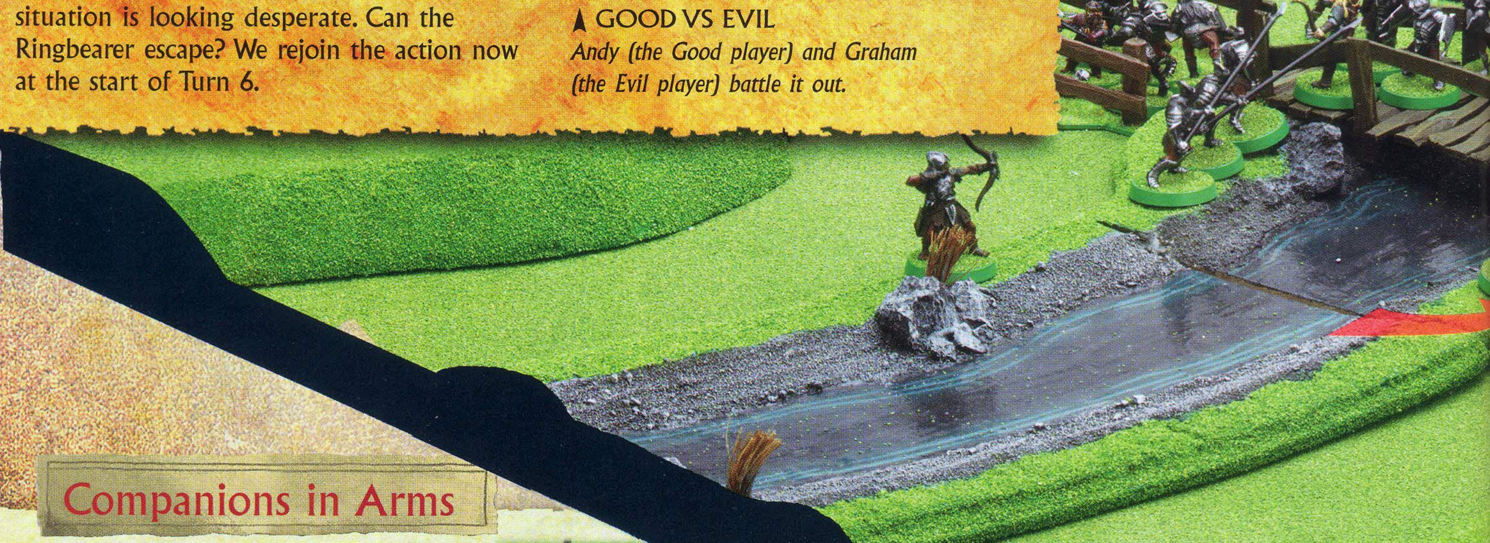
In the last Pack, two of The Fellowship died as the Evil force closed in. In this, the concluding part of our Battle Report, we find out if the Ringbearer can escape.

Battle Report – Part 2

In the first part of the Battle Report, Gandalf had been separated from the rest of The Fellowship by the magic of Saruman and is now racing back to the Ringbearer's side. Aragorn and Boromir have moved ahead to clear the exit of the bridge, while Gimli and Legolas hold the other side, preventing the Uruk-hai from swarming over behind them. In the middle of the bridge stands Frodo, who has witnessed the death of two of his companions, Sam and Pippin. The Uruk-hai are closing in, Lurtz has led some of his troops over the river and the situation is looking desperate. Can the Ringbearer escape? We rejoin the action now at the start of Turn 6.

▲ GOOD VS EVIL
Andy (the Good player) and Graham (the Evil player) battle it out.

KEY
GOOD SIDE MOVES
EVIL SIDE MOVES

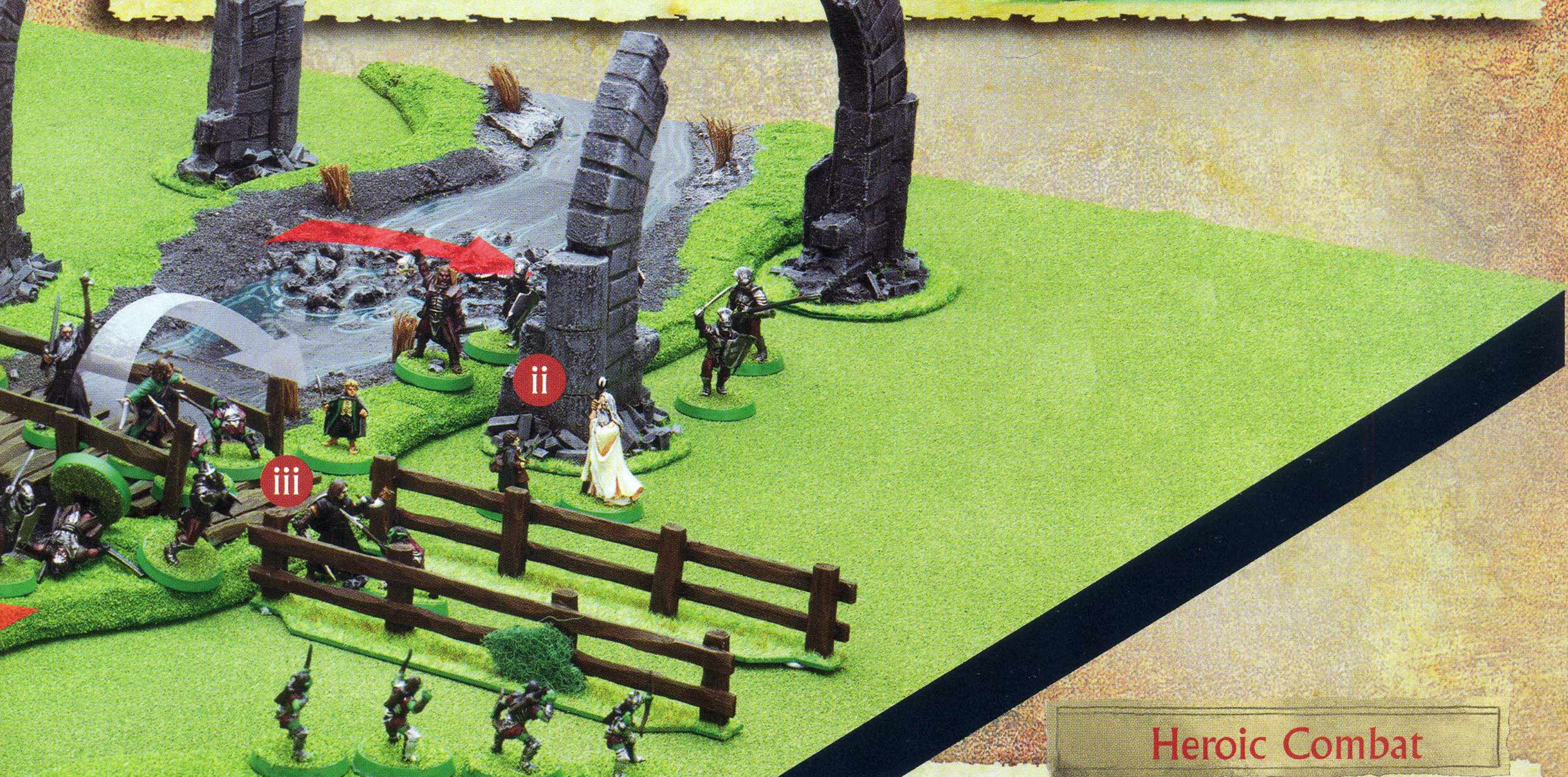


Companions in Arms

i Gimli and Legolas stand together at the foot of the bridge. They are up against 11 of the Uruk-hai and are completely surrounded! Graham rolls seven dice for the Uruks against only two for Legolas. But the Elf's superior Fight value means that when both players roll a 6, Legolas wins the combat and promptly kills an Uruk-hai. The Uruks fighting against Gimli win the combat but are unable to roll high enough to get past his Defence of 8.

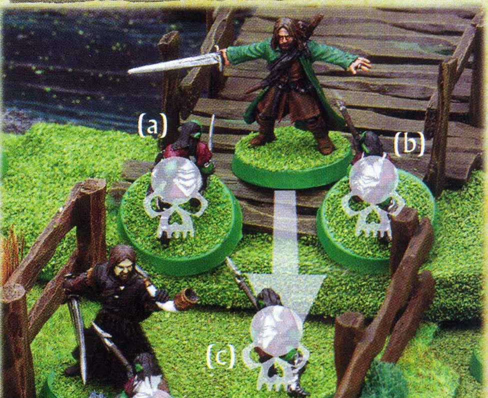
Lure of The Ring

ii With Uruk-hai closing in on both sides, Frodo and Merry leap off the bridge and into the open, right in front of Saruman! Gandalf tries to follow but rolls a 1 for his Jump test and remains stuck on the bridge. Unable to help Frodo, Gandalf casts his Sorcerous Blast at Lurtz instead, knocking the Uruk-hai leader to the ground. Seeing The Ring within his grasp, Saruman, after failing to cast Immobilise on Frodo, charges into combat with him. They both roll only one dice in combat and both score a 5. Frodo spends Might to raise his to 6, and the sorcerer does the same. As Saruman has the higher Fight value, he wins and scores a wound on the Ringbearer, who prevents it by spending a point of Fate.



Heroic Combat

iii At the head of the bridge, Aragorn uses his free point of Might to declare a Heroic Move, charging into two Goblins (a and b). Then, using another point of Might, he fights a Heroic Combat, killing the Goblins he was facing. He then moves to attack a third (c) and kills that one too. Boromir wins his combat and kills the remaining Goblin (d). With these Goblins dead, the exit is clear and The Fellowship can break out from the bottleneck created at the bridge.



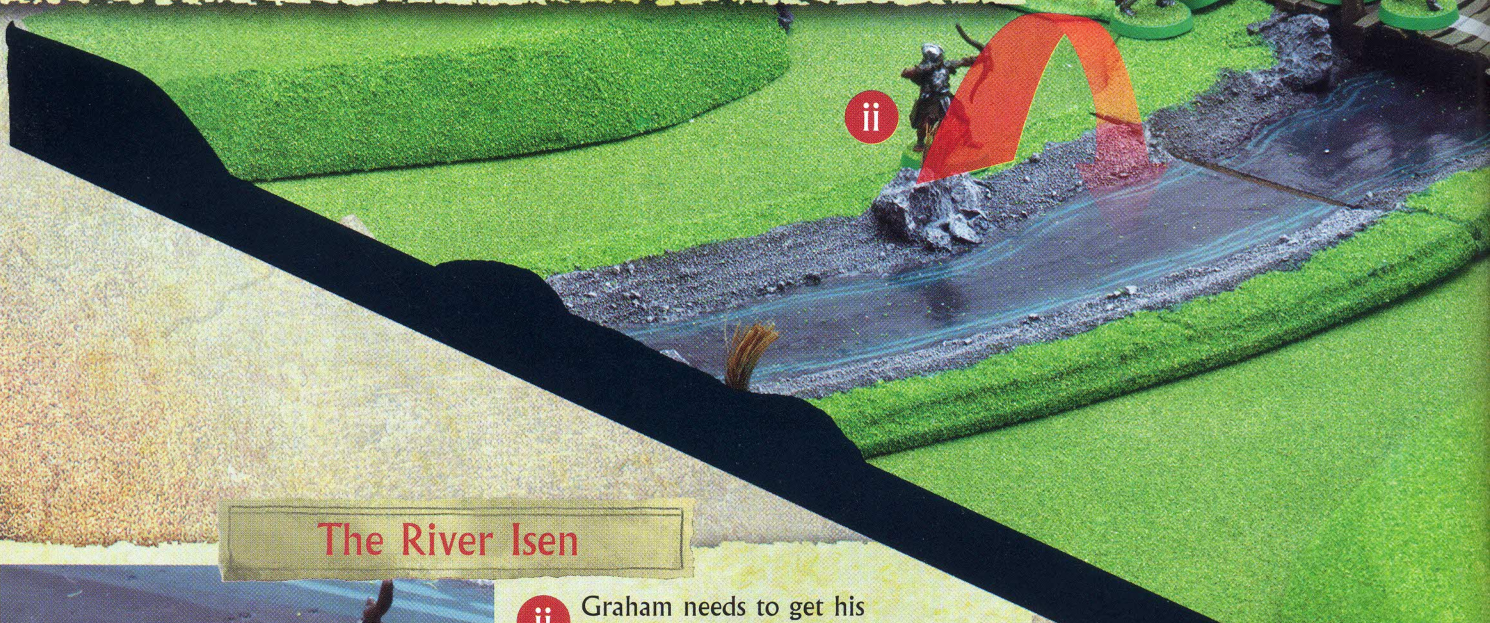
Evil Closes In

Turns 7–8

At the start of Turn 7, Evil has priority, but both Andy and Graham declare Heroic Actions. Andy, with a sigh of relief, wins the roll off and moves Frodo to safety.

Duel of the Wizards

ⓘ Legolas darts along the bridge to engage an Uruk-hai and prevent him from charging Frodo. Gandalf casts Terrifying Aura on himself and then attacks Saruman for the same reason. The Uruk-hai that try to charge Gandalf fail the Courage test required by his spell and turn to flee, leaving the two wizards to face off one on one. Over the next two turns Gandalf and Saruman engage in a mighty duel. Saruman proves the better fighter but is only able to inflict one wound on Gandalf.

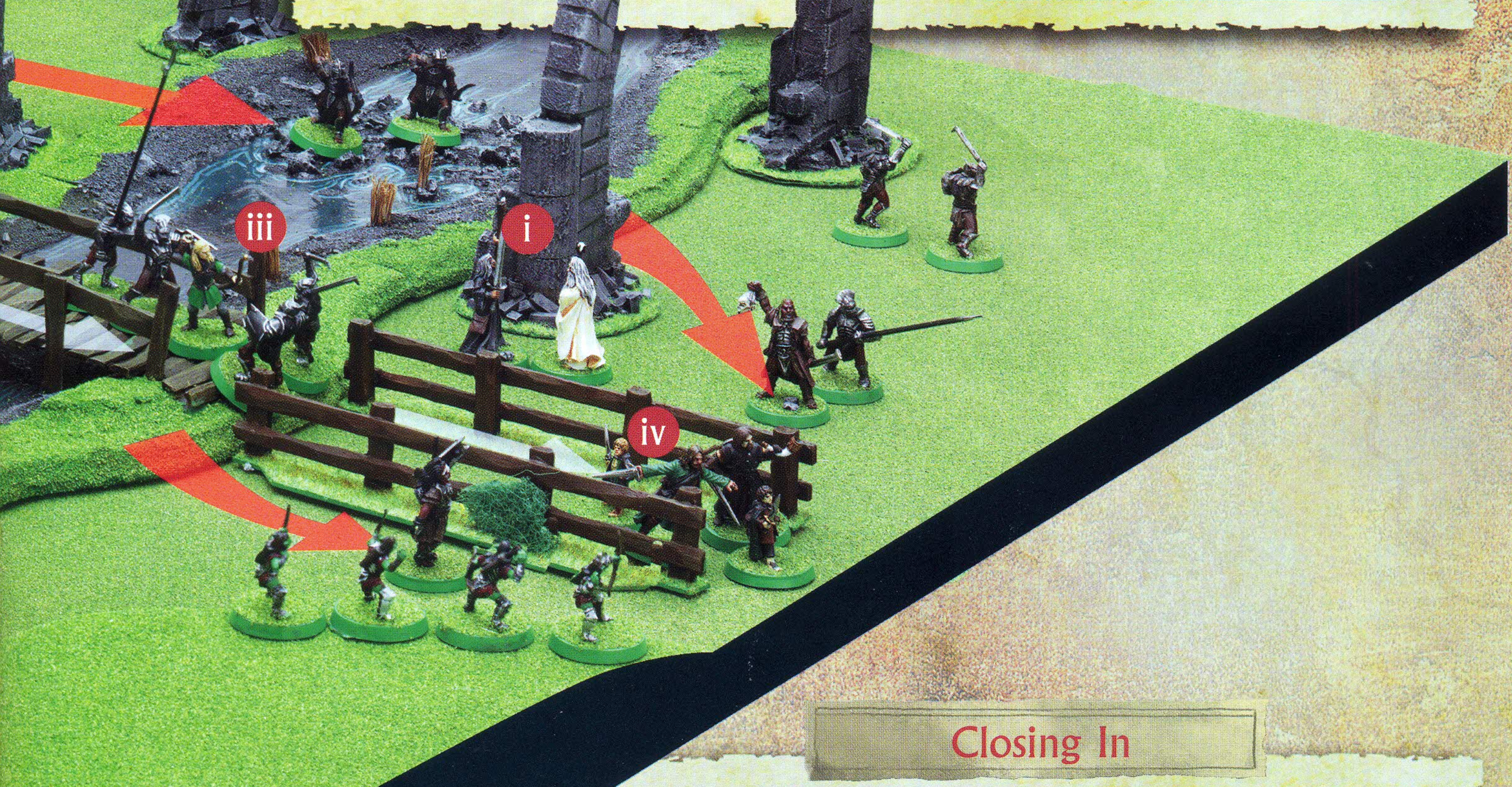


The River Isen

ii Graham needs to get his Uruk-hai archer across the river in order for him to be in shooting range of the Ringbearer. But with Gimli blocking the way onto the bridge and the ford being too far away, the only option left for him is to jump over the river. Jumping across the river worked earlier for Lurtz, but unfortunately this time Graham rolls a 1 on the Jump test. The Uruk-hai lands in the river and is swept away, never to be seen again. The model is removed as a casualty.

The Fellowship is Breaking

iii Unable to get any of his models past Legolas on the bridge, Graham surrounds the Elf with Uruk-hai. Legolas still manages to win the combat and kill an Uruk-hai but spends all his Might points doing so. In the next turn Legolas is surrounded again, only this time he loses the fight. Legolas's Defence of 4 means the Uruk-hai only need to roll a 4 or more in order to cause a wound. Rolling 8 dice, Graham manages to score 5 wounds – more than enough to kill Legolas.



Closing In

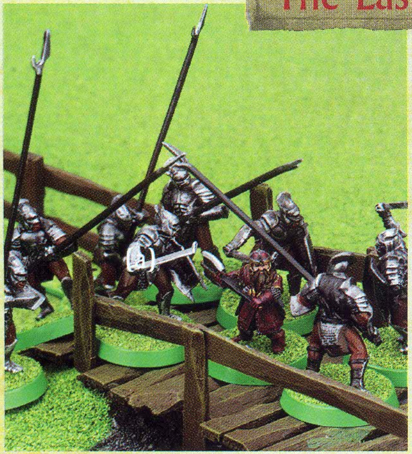
iv Lurtz (a) and Uglúk (b) close in and position themselves alongside The Fellowship as they move towards the table edge. With Aragorn using his free point of Might every turn to declare a Heroic Move, The Fellowship are managing to keep ahead of the Uruk-hai. However, the Hobbits have a Move of only 10cm/4" compared to the Uruk-hai move of 14cm/6", which means that the Uruks will catch up with them eventually. Graham has to bide his time and position his force so that it is ready to strike at the earliest opportunity.

In Sight of Rohan™

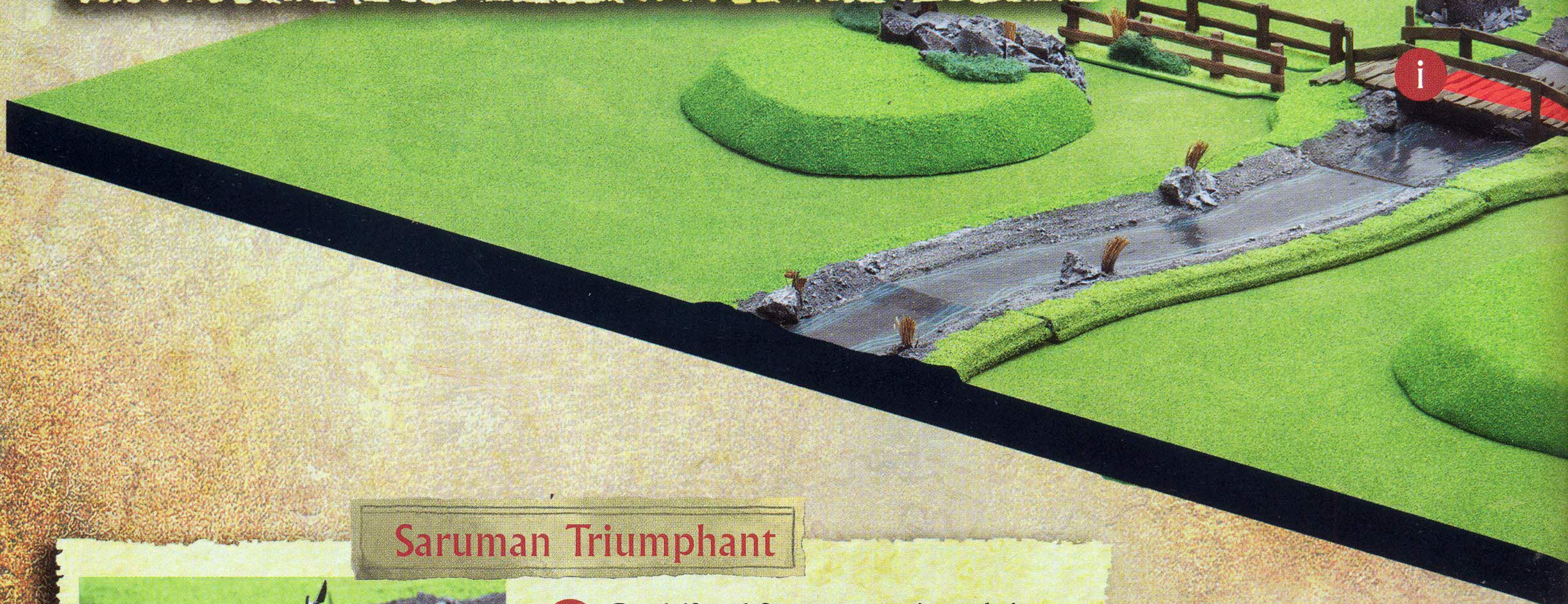
Turns 9–12

At the start of Turn 9, Graham's Uruk-hai are swarming around the remaining members of the Fellowship but Frodo is only 24cm/10" from the edge of the board. If he can survive a little longer, Frodo will escape into Rohan and Andy will win.

The Last Stand of Gimli



i Completely surrounded by Uruk-hai, Gimli bravely fights on, but unfortunately for him he rolls two 1s for his attacks in the Fight phase. Gimli's high Defence of 8 means the Uruk-hai need to roll a result of 6 to score a wound. However, with Gimli trapped and many of the Uruk-hai supporting their comrades with pikes, Graham gets to roll 16 dice to wound the Dwarf! Only four dice roll a 6 but it is enough to kill him. With Gimli dead, the Uruk-hai head across the bridge.

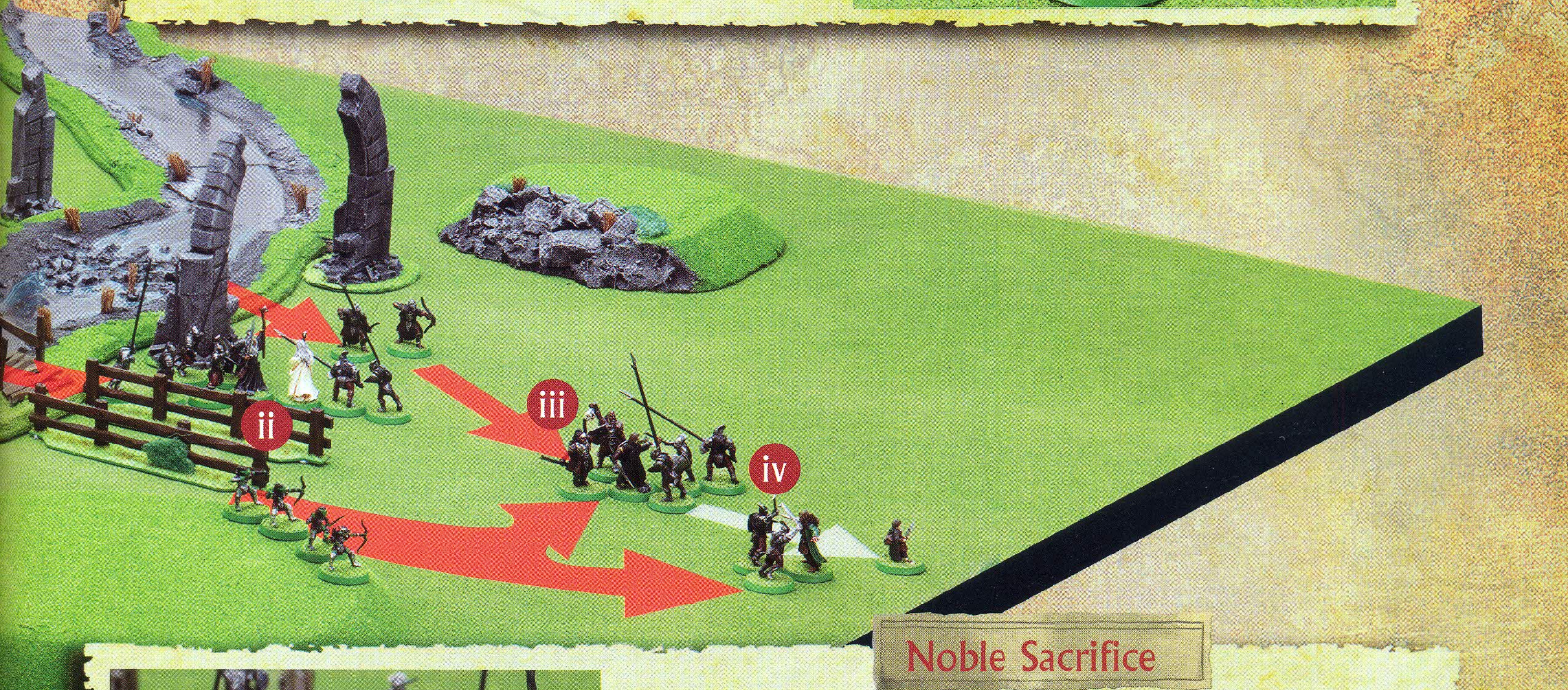


Saruman Triumphant

ii Gandalf and Saruman continue their duel right up to the very last turn of the game. Each is unable to score a wound on the other until the Uruk-hai that killed Gimli arrive. With two of the Uruks passing their Courage test to charge, the others with pikes are able to lend support without needing to take a test at all because they are not part of the combat. In the last turn, Gandalf loses the fight and finds himself trapped and facing off against Saruman and seven Uruk-hai. Graham rolls another 16 dice to wound and, scoring six successes, kills Gandalf the Grey.

Brave Hobbit

iii A hail of arrows from the Goblin archers leaves Frodo with only one wound remaining and no Fate left. Unable to reach Frodo, Lurtz and Uglúk charge into Merry and then declare a Heroic Fight with the last remaining point of Might. Too late, Andy realises Graham's plan. If Merry dies, both Lurtz and Uglúk can charge and fight again, this time with Frodo. The Uruks easily win the combat but amazingly manage to score only one wound, which Merry saves with his Fate. The next turn, Merry charges the Uruks, preventing them from moving after Frodo. The brave Hobbit dies but he may just have bought Frodo the time he needs to escape.



Noble Sacrifice

iv Before the last turn of the game, Graham charges as many Uruks as he can into combat with Boromir and Aragorn. If he can kill them then he has a chance of catching Frodo before he leaves the board. The Horn of Gondor is blown but Lurtz passes the Courage test. Boromir loses the fight to six Uruk-hai including both Lurtz and Uglúk. 16 dice are rolled yet again, causing a total of eight wounds and killing Boromir! Aragorn fares better, killing the two Uruks he was facing with ease. In the last Turn of the game Aragorn declares a Heroic Move and leads Frodo off into the wilds of Rohan.

The Result

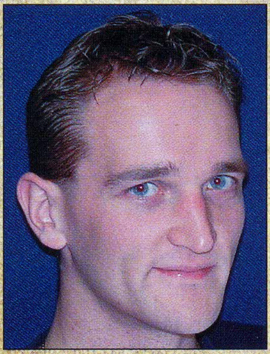
Andy is the winner as Frodo has escaped. He paid a terrible price for the victory though, as, of all The Fellowship, only Frodo and Aragorn survived. The rest lie dead at the river Isen while Saruman survives to continue his hunt for The Ring.

Conclusions

The game is over and the Ringbearer has fled into Rohan. Andy and Graham now take time out to share with us their final thoughts on how they played the game. Did everything go to plan? What would they do differently? The conclusions they draw lend a great insight into how you can improve your tactics for the next battle.

THE FORCES OF GOOD

Andy – 'I had a great game and in the end it was a victory for The Fellowship, but at what price? Only Aragorn and Frodo survived the Uruk-hai attack, the others fell preventing The Ring from falling into the hands of Saruman.'



◄ THE GOOD SIDE
In our 'Gap of Rohan' scenario, Andrew Tipper played the Good side.

Mighty Hero

'Aragorn's *Mighty Hero* rule proved its worth in this game. I used his free point of Might to declare a Heroic Move in almost every turn of the game, allowing me to move everyone within 14cm/6" of Aragorn before Graham got to move his models. This got The Fellowship to the bridge first, so I could position models to keep Frodo as safe as possible. Graham soon realised the advantage of Heroic Moves and used his Heroes' Might to achieve the same result. However, even if I lost the roll to see who got to make their Heroic Move first, Graham was using up Might that would have helped him win combats later in the game.'

▲ HERO OF THE DAY
Without Aragorn, Frodo would never have survived.

The Voice of Saruman

'I was surprised at Graham's decision to use Saruman's Transfix and Compel abilities on Gandalf. While Gandalf could have used his Will to resist, I thought it was better to save it for later in the game. Even though Gandalf was left behind, he still proved useful as a rear-guard, and with 4cm/2" more movement than a Hobbit he soon caught up. While Saruman was casting spells upon Gandalf, I didn't have to worry about Frodo getting Transfixed, which was my biggest concern.'

It All Went to Plan

'Despite Graham's best efforts, The Fellowship reached the crossing first, and Gandalf, Legolas and Gimli stopped the Uruk-hai from following them onto the bridge. Aragorn and Boromir quickly cut through the Goblins and fended off Uglúk and Lurtz – with the help of Merry – as they moved in to intercept Frodo.'

► OLD FRIENDS
Saruman and Gandalf face off for the final time.

THE FORCES OF EVIL

Graham – 'Well, Frodo only just managed to reach the edge of the board before Uglúk and Lurtz caught him. The game was very dynamic, with The Fellowship racing for the bridge as the Uruk-hai closed in behind, while Uglúk crossed at the ford to cut off their escape.'

Magical Duel

'One of my favourite parts of this game was the ongoing duel between Gandalf and Saruman, which ran through the whole battle. It started off well for me, as Saruman's Transfix and Compel powers left Gandalf lagging behind the rest of The Fellowship. Later in the game there was a prolonged combat between the two. Neither could do much damage until I brought in Uruk-hai reinforcements and finally brought down the Good wizard.'

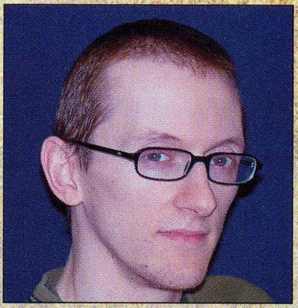
Death of The Fellowship

'Almost all the other Heroes of The Fellowship had died as well by the end, starting with two of the Hobbits. Legolas, Gimli and Boromir were immensely tough but eventually, once their stores of Might were all gone, the Uruks' sheer weight of numbers took them down. It was particularly fitting that even though the circumstances were different, it was still Lurtz who slew Boromir.'

What Went Wrong?

'The only thing I wish I had done differently was the way I used my Goblin archers. Although they fired dozens of arrows at Frodo, the high Defence score granted by his Mithril shirt meant they needed 6s to wound him, and with Aragorn and Boromir getting in the way as much as possible, they really didn't achieve much. In hindsight I think it would have been more useful to put them directly in Frodo's path. Although Aragorn and Boromir would undoubtedly have slain them with ease, it might have slowed them down for one or two turns – just long enough for the Uruk-hai to catch the Ringbearer.'

'Of course, none of that would have been necessary if it hadn't been for Merry! This little halfling did unbelievably well, even beating back the combined prowess of Lurtz and Uglúk to protect Frodo. If my Evil Heroes had killed the Hobbit, they could have completed their Heroic Combat, charging into Frodo, and probably winning the game for me!'



◄ **THE EVIL SIDE**
Graham Davey played the Evil forces in the Battle Game.

◄ **FOUL SORCERY**
Saruman's power separates Gandalf from The Fellowship.

▲ **HONOUR OF GONDOR**
Boromir's final act is to sacrifice his life for the safety of the Ringbearer.

Uglúk™

Uglúk is a fearsome captain of Saruman's Uruk–hai. Taking command of the Uruk–hai after the loss of their leader, Lurtz, at Amon Hen, Uglúk tried to return the Hobbits to Isengard, only to be foiled by the Riders of Rohan. Fearless and capable, he is a formidable opponent.

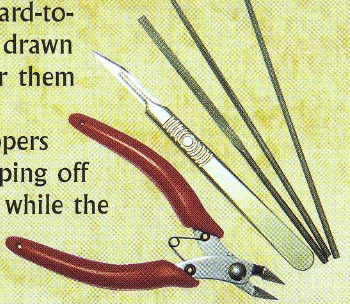
Hero of the White Hand

Uglúk is a distinctive Uruk-hai, with his light hair and long coat making him stand out from the crowd. His cunning intelligence and brutal strength allow him to quickly take control of the leaderless Uruks. Such is his dominance, that he even stamps his authority onto the Mordor Orcs who accompany them. In this Pack we show you how to make Uglúk appear particularly ferocious and stand out among the rest of your Uruk-hai. We will look at how to paint Uglúk's distinctive dark blond hair, and weathering techniques to make your model look road-weary and battle-worn.
To paint your Uglúk model, you will need black, white, silver, brown, red, yellow, green and flesh acrylic paints.

PAINTING ESSENTIALS

Extra Tools

Although for most models a craft knife will be sufficient for cleaning off flash and mould lines, you might find it useful to get a collection of modelling tools to prepare your models. A selection of small files, or 'needle files', can be very useful, especially as they come in different shapes and sizes to get at hard-to-reach areas. Files are gently drawn across mould lines and wear them down to produce a smooth surface. A small pair of clippers may also be useful for snipping off large tabs and bits of flash, while the craft knife will still be an invaluable tool for cleaning up a model.



Preparing Your Model

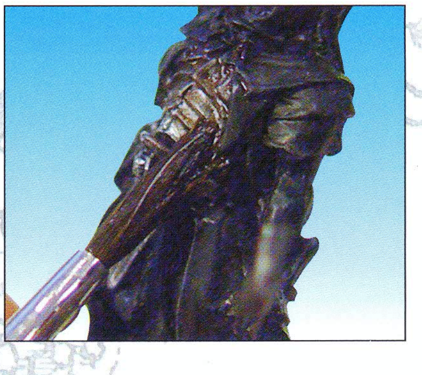
Clean off any areas of flash using files and a craft knife, and glue the model to its base using superglue. Once the glue has dried, undercoat the whole model with black paint or spray in the usual manner. Once your Uglúk model is undercoated, it is ready for painting.

➤ A cleaned and prepared Uglúk model, ready for painting.

Painting Your Miniature

1 Painting Metal

Paint the metal areas on your Uglúk model first, as the dry-brushing technique is quite messy. Using a mix of black and silver paint, dry-brush the armour on the chest, and the blade of the sword. When this is dry, use pure silver paint to apply silver edging to the armour and sword blade. Finally, mix up black and brown paint, adding water to form a dirty-coloured wash, and apply this over the armour.



◄ A dark wash of brown and black paint will make the armour look well worn.

◄ Uglúk's unusual light hair colour can be achieved with a mix of brown and yellow paint.

► A very watery wash of brown will mute the yellow on the hair.

2 Painting the Hair

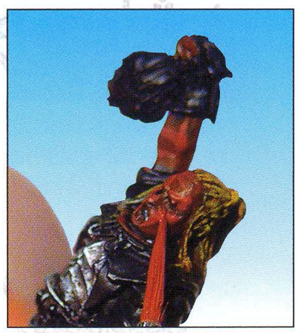
One of the most distinguishing and unusual features of Uglúk is his fair hair. This blond colour is not as light as Legolas's hair, but is very different from that of other Uruk-hai. Paint the hair brown first. Next, mix up a dark yellow colour by adding a tiny amount of brown paint to yellow, and dry-brush this mix all over the hair. If you think that this is too dark, then add more yellow to the mix and give it a second, lighter dry-brush. Once you are happy with the colour, give the hair a very thin wash with watered-down brown paint. Leave this to dry thoroughly before moving on to Step 3.

3 The Flesh

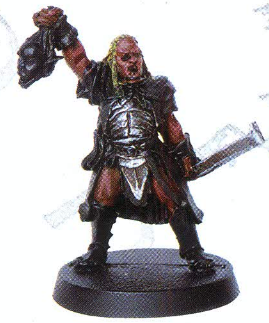
Just as you did for your other Uruk-hai models, paint the flesh with a dark mix of red and brown. To add detail to the areas of skin, mix a little flesh paint into your red and brown mix to get a lighter tone. Now carefully paint all the raised areas of the flesh, such as the brow, nose, cheekbones and muscles, with this lighter mix, leaving the original flesh colour showing through just in the dips and recesses of the skin.

As a powerful character model, Uglúk will benefit from further highlights. Mix a little more flesh paint into your lighter skin colour, and carefully paint this onto the most prominent edges. Uglúk is quite distinctive for an Uruk-hai, with a crooked nose and high cheekbones, so concentrate on these areas for your highlights.

◄ Ugluk's flesh is first painted like ordinary Uruk–hai skin.



◄ Adding flesh paint produces a subtle highlight tone.

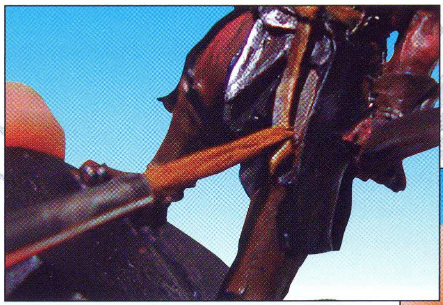


▲ The armour, hair and flesh are now complete.

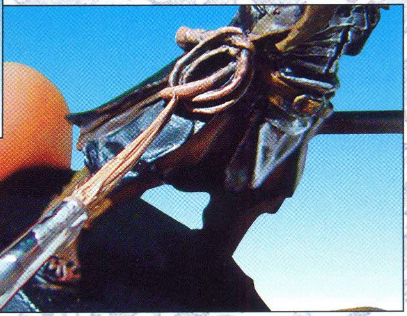
4 Painting the Leather

All the leather areas on Uglúk can be painted brown, including the belt, straps, gloves and boots. In addition, the different areas can be separated with the black lining technique if you wish to make a contrast between the sections. For the wristbands, loincloth and straps, a single highlight to the edge will look fine. Use a mix of brown and yellow for these highlights.

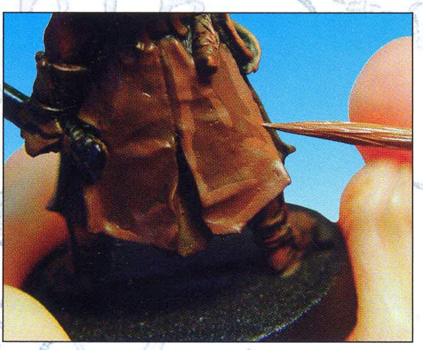
The whip can be highlighted with a different shade of brown to differentiate it from the rest of the leather. Mix equal amounts of flesh and brown paint together. Apply this colour to the coils of the whip, carefully leaving the dark brown colour in all the gaps to provide a little shading and definition.



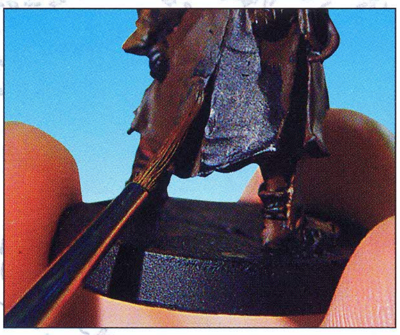
A light mix of brown and yellow provides a highlight for the leather straps.



A different tone of brown makes the whip stand out more.



The coat is quite dark, so paint it brown first.



The final highlight goes right on the edges of the coat.

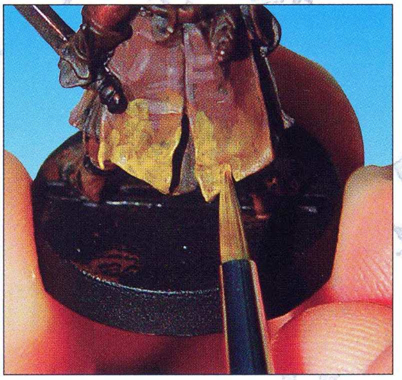
5 Painting the Coat

The coat is a major feature of Uglúk, and benefits from a little more attention than the rest of the model. First, paint the whole coat with brown paint. Mix up a light grey colour using black and white paints, adding brown until you get a very muted shade that is slightly lighter than the base colour. Paint this over most of the coat, leaving the original brown base showing through in the deepest recesses. Finally, add a little white paint to your light brown mix and apply a highlight to the edges of the coat.

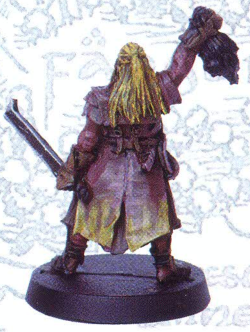
6 Weathering the Coat

Uglúk's coat is very dirty in *The Two Towers* film, caked in grime from all the dust and mud churned up by the constant marching of the Uruk-hai. To represent the weathered coat, mix up brown and yellow paint to make a light brown colour. Paint this roughly onto the lower portions of the coat. You want to create a rough, blotchy effect, but be careful not to get the paint on other areas, such as the legs or sword.

Once this has dried, add even more yellow paint to your weathering mix. Apply this over the first coat sparingly. You are aiming for a 'dappled' effect, with the first weathering mix showing through the gaps in the second. Remember that this represents mud splatters accumulated over weeks of life on the plains, so it doesn't have to look too neat!



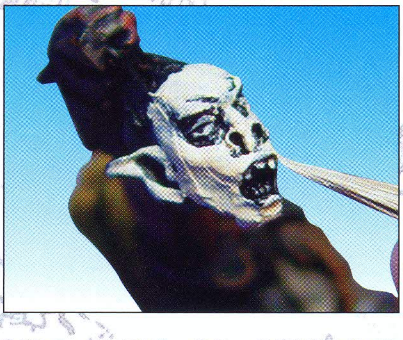
Stipple the light brown mix onto the coat to represent mud splatters.



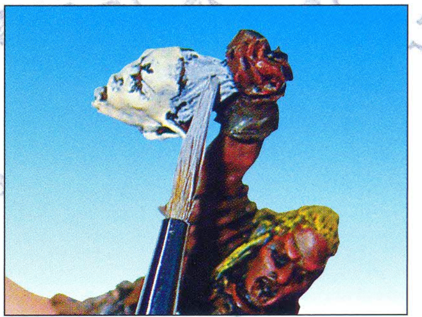
Your model at the end of Step 6, complete with weathering effects.

7 Painting the Orc Head

The Orc head that Uglúk holds is very pallid, with almost white hair. The whole face can be painted brown first. Next, mix flesh paint with white to make a very pale skin colour. Paint this all over the raised parts of the face, leaving the dark brown showing through in the nostrils, eyes and mouth. You might need two coats of this skin colour to cover the surface evenly. Paint the hair with a grey colour mixed from black and white. Once this has dried, lightly dry-brush it with white paint.



Use a mix of flesh and white to paint the Orc head.



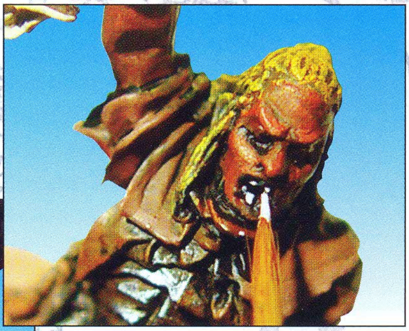
Paint the hair grey before carefully dry-brushing with white.

8 Bringing Out the Detail

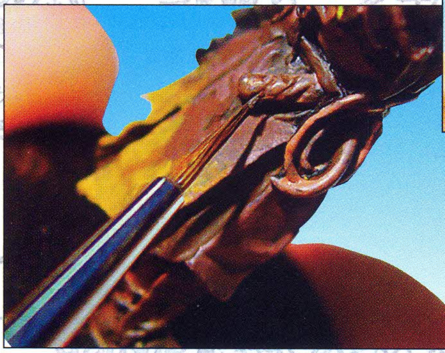
Paint the inside of Uglúk's mouth black. Do the same on the Orc head. Using a fine detail brush, carefully pick out all the teeth with pure white paint.

The whip handle has a pattern modelled onto it, which can easily be coloured in with brown paint. Use a fine brush to do this. Don't worry too much about going over the light brown colour, as you can always neaten up any slips afterwards.

There are several buckles on the various straps on the coat and armour. These can be carefully picked out with silver paint.



Once you have painted the mouth black, pick out the teeth with pure white paint.

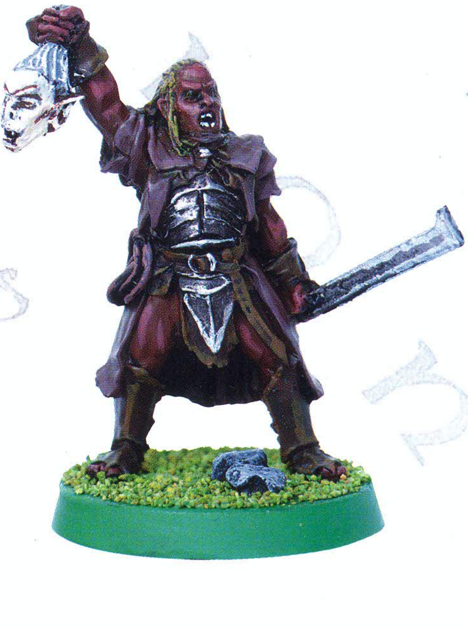


Shade the handle of the whip with brown paint to bring out the sculpted detail.

> *'Burn every village!'*
>
> SARUMAN™

9 Finishing Touches

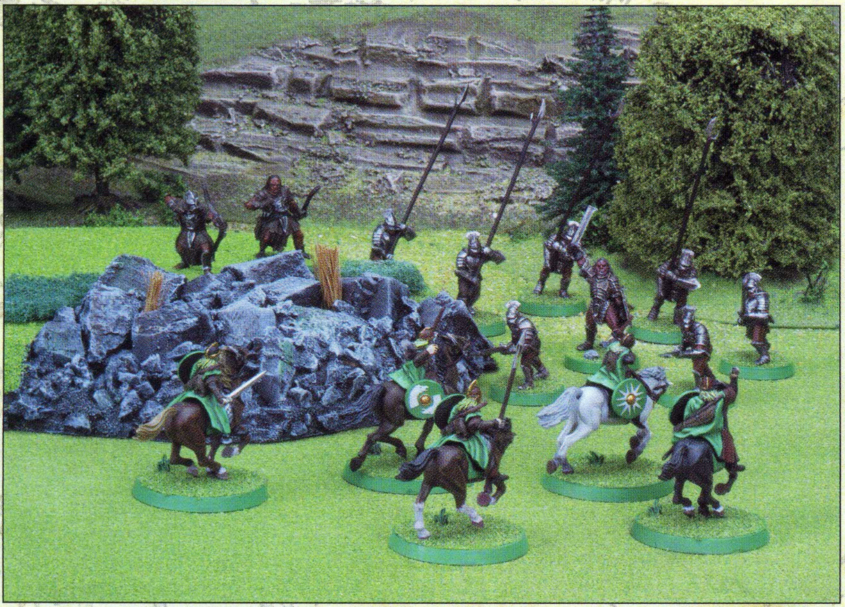
Paint the base green in the usual way, and use PVA glue to apply flock to the top surface. If you want to add a small stone or two to the base, now would be a good time. Stones can be painted black first, and then dry-brushed with a light grey mix.



Your finished Uglúk model, ready to battle against the Rohirrim!

Outcrops and Ridges

The lands of Middle–earth are vast and wild, with rocky outcrops and ridges jutting from the ground. From the rocky hills around Amon Sûl and Moria, to the rough terrain of Rohan, these features are a common sight.



In this Pack's Modelling Workshop we show you the simple techniques needed to build some rocky outcrops for your Battle Games. These outcrops appear throughout Middle-earth, and are used in our Battle Report (pg 6-13) to represent some of the natural, rocky formations of Rohan. The techniques used for making hills in Pack 4's Modelling Workshop are the starting point for outcrops, with polystyrene the main material used. We find condensed pink polystyrene (or just 'styrene') the most suitable for this kind of modelling project, because it is tougher and less flaky than regular, white polystyrene. You will also need plenty of stones, gravel and sand.

◄ CHARGE OF THE ROHIRRIM

The Rohirrim attempt to repel an Uruk–hai ambush.

YOU WILL NEED

- PVA glue
- Modelling flock
- Large paintbrush
- Craft knife
- Green, brown, black and white acrylic paint

Available from your local Games Workshop store

- Junior hacksaw
- Coarse sandpaper
- Sheet of condensed polystyrene ('styrene')
- Some small stones and gravel
- Modelling sand
- Marker pen

All available from your local DIY store

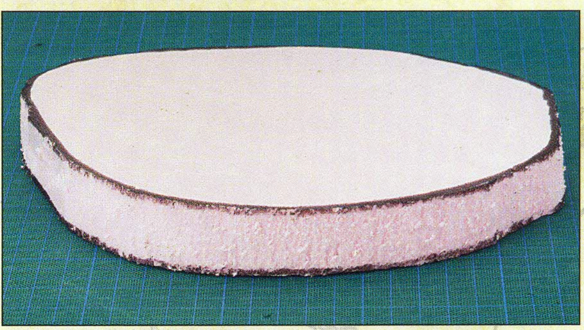
① The Basic Hill

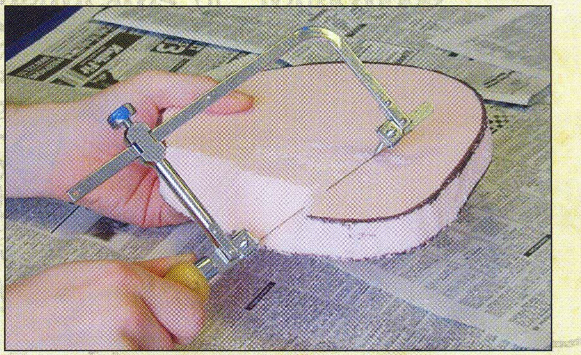
The hill forms the base of the model, and is made in exactly the same way as the one in Pack 4's Modelling Workshop (pg 18-21). To recap, draw a rough, circular shape on a sheet of condensed polystyrene. It can be any size you like, although we chose to make ours about 24cm/9½" in diameter. Once you have drawn the circle, carefully cut it out using a junior hacksaw. Make sure that you do this over a sheet of newspaper, in a well-ventilated area, as sawing polystyrene creates lots of mess and dust.

Angle the sides by sawing a rough 'slope' all the way around with the saw, and then sand down the edges. This time, however, only sand about two-thirds of the way around the hill, leaving part of it rough.

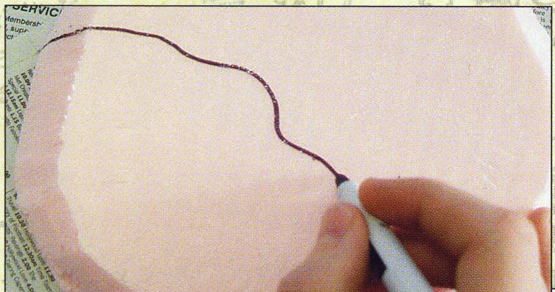
NB. Keep some of the offcuts of styrene handy, as they will be useful later to make rocks and rubble.

➤ CIRCULAR HILL
Cut the hill out of a sheet of polystyrene.





◄ CARVING THE SLOPES
Carefully angle the sides of your hill with a small saw.

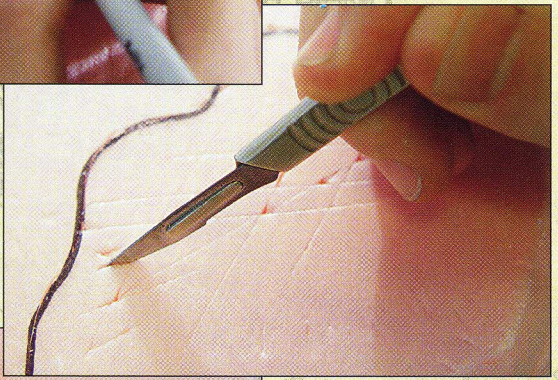


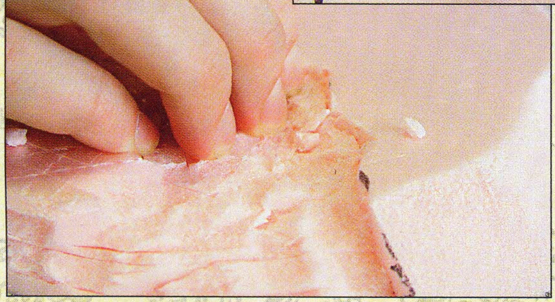
◄ PREPARING THE BASE
Using a marker pen, mark out the area that you want to be textured.

② Preparing the Outcrop

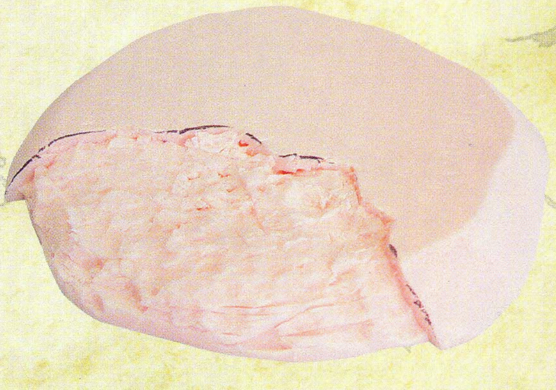
The rough section of the hill will be covered in rocks and other texture, but first it needs a little preparation. Mark out the area where you want to place your textured materials. In our example you can see that we extended the rough area onto the top of the hill. Using a craft knife, make lots of little scores all over this area. With your fingers, or even a fork, pull out the scored bits of polystyrene, leaving a rough surface that is indented into the hill.

➤ SCORING THE STYRENE
Make lots of small cuts all over the rough area. Be careful to keep your fingers out of the way of the blade!





◄ MAKING THE INDENT
Pull out all the scored bits of styrene with your fingers.



▲ ROUGH SECTION
One side is ready to be covered in rubble.

3 Adding the Texture

Take some of the larger stones and leftover pieces of styrene, and use PVA glue to stick them onto the rough area. You will need to let this dry for at least an hour before adding the rest of the texture. Superglue should never be used on styrene, because, even though it sets faster, it will melt the styrene!

Once the large stones are fairly secure, cover all the rough area with PVA glue, leaving only the rocks showing. Sprinkle small pieces of gravel, and some of the offcuts from Step 2, all over the glue. This represents the loose stones, or scree, that occur naturally on outcrops. Finally, liberally sprinkle sand over the whole area to fill in the gaps. Rather than shake off the excess now, leave the model to dry first. Gravel is quite heavy, and if you shake the outcrop straight away, some of it will fall off.

➤ GLUING ON THE STONES
Large, rough stones add weight and texture to the model.

◄ ADDING MORE TEXTURE
A sprinkling of rough materials like gravel and bits of styrene provides a scree effect.

➤ FILLING THE GAPS
Use a heavy sprinkling of sand to fill in the gaps between the stones.

TOP TIP

Gravel can be a bit heavy for projects like this, and although it works well, you might find that it falls off before the glue has stuck properly. A great alternative material to use is cat litter, available from most supermarkets. It is more expensive than gravel, but it is much lighter and takes paint quite well.

4 Undercoating the Outcrop

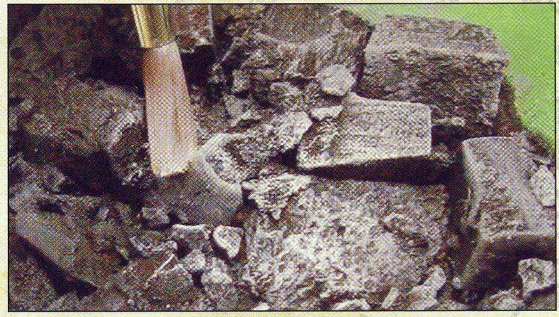
Once the PVA glue has dried, and you have shaken off the excess sand, it's time to paint the model. Undercoat the textured area with thinned-down black paint. Again, styrene will melt if you use spray undercoat, so it is best to paint it by hand with a large brush. Paint the smooth parts of the outcrop green.

▲ PAINTING THE HILL
The main slope of the outcrop is painted green like a grassy hill.

> *'Emyn Muil. An impassable labyrinth of razor sharp rocks.'*
>
> GIMLI™

5 Painting the Model

Once the textured area is dry, dry-brush it with a grey colour mixed from white and black paint. A second, lighter dry-brush will really pick out the detail.

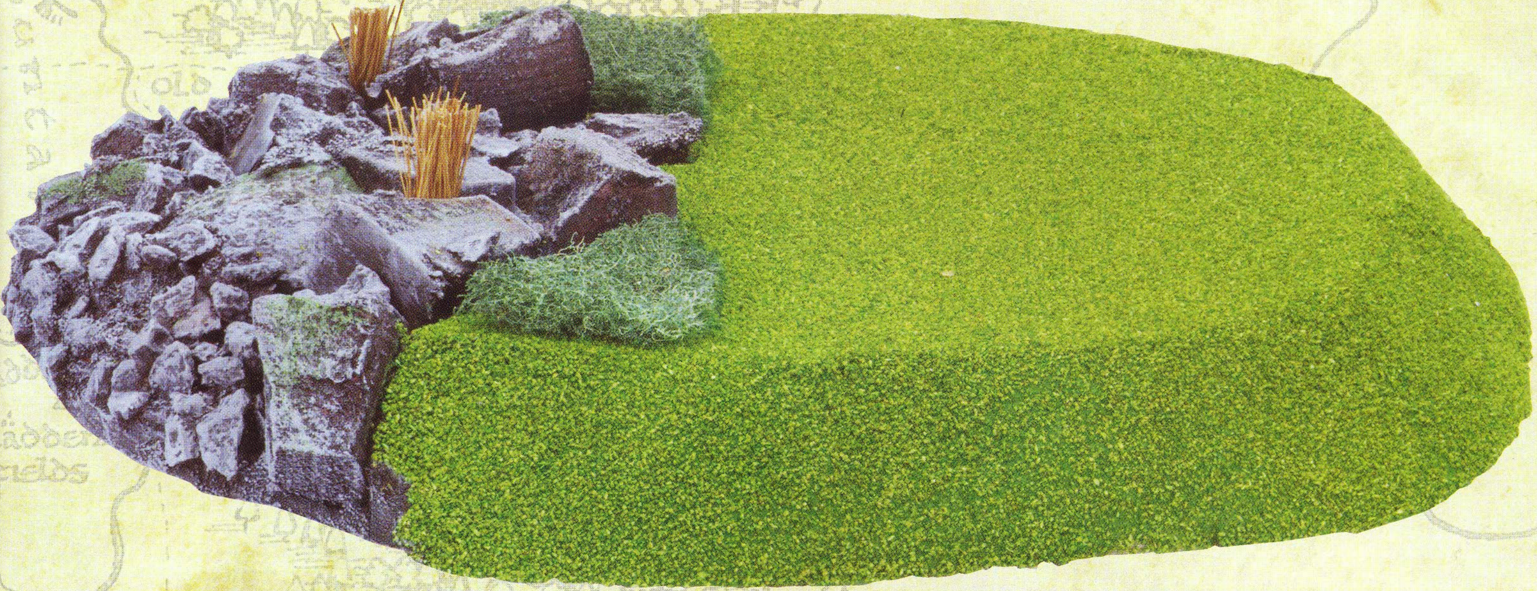


◄ PICKING OUT THE TEXTURE
Dry-brushing is a quick and easy way of highlighting rocks.

6 Finishing Touches

Give the smooth, green area a thin coat of PVA glue, and cover it in flock in the usual way. You can add extra details to the hill, such as long grass made from brush bristles, and undergrowth made from pan scourers.
A few washes of green and brown paint applied sparingly on the rocks can create a very realistic effect, as shown in Pack 13's Modelling Workshop.

◄ ADDING DETAILS
Long grasses, made from brush bristles, really enhance the model.



▲ THE FINISHED OUTCROP
The outcrop is now ready for use on your battlefield.

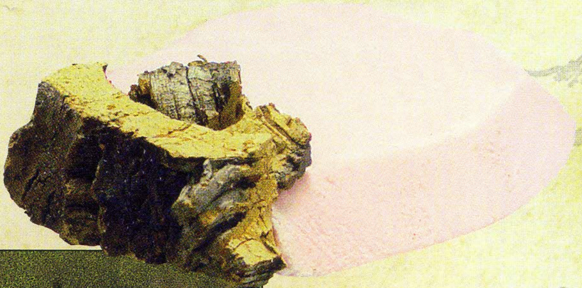
Alternative Approaches

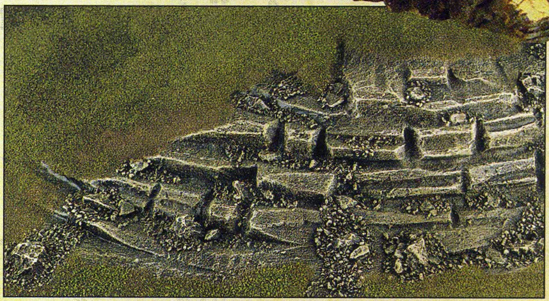
Textures

Cork bark is a lightweight material available from most specialist hobby stores. It is reasonably easy to cut with a junior hacksaw, and looks just like rock when painted. This outcrop was made by gluing large pieces of cork bark to one side of the hill. Gravel will be used to cover the gaps before painting it.

Also, styrene is quite a good material to cut into, and it is possible to carve a convincing rock face into the side. Be very careful when attempting this, as you will need to use a craft knife extensively. This outcrop has been carved so that one edge looks like a worn and weathered crag.

► CORK BARK OUTCROPS
This outcrop looks very effective with a sheer rock face, made from cork bark.





◄ CARVED ROCK FACE
Simply by carving rock shapes into the styrene and painting it, you can create a convincing outcrop.

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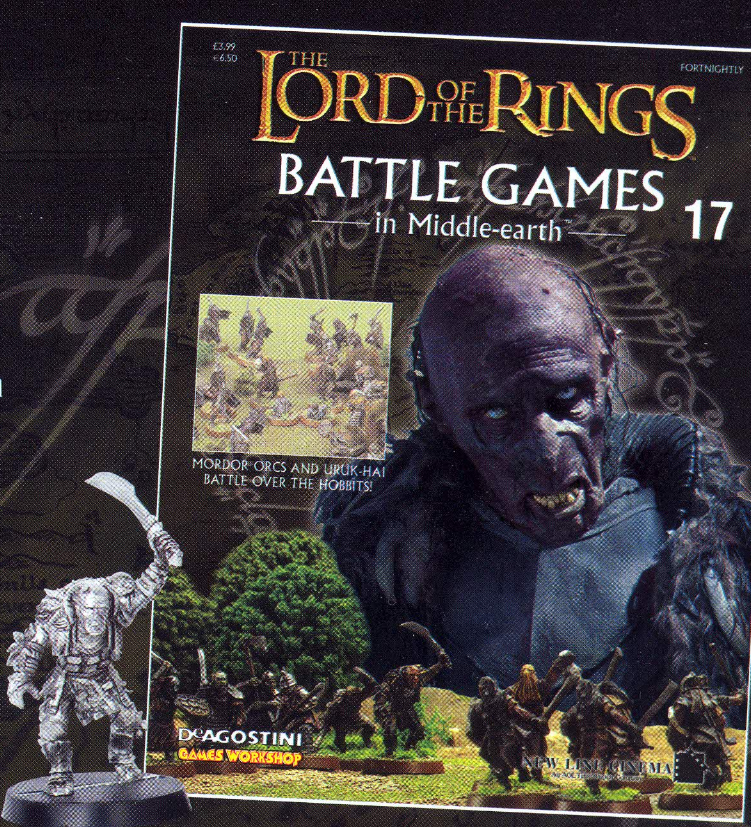
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